

RINGS OF ZILFIN



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I. INTRODUCTION

The pale moonlight shone dimly into the dark recesses of my room, silhouetting the feminine form before the open window. I could see her but faintly. Her beauty, regal bearing and strength had been worn by the passage of time, but not obliterated. Here stood my long dead mother.

I arose to stand before her, in my 18th year, full of pride and strength, secure in the knowledge of my special abilities. The Realm of Batiniq lay beyond.

"Come hither, my child," she half whispered. "You must come closer if you are to vanquish the forces of evil." I moved into the moonlight.

"You are the youth of Sham, who has special powers. The only child of your father, a farmer and myself, you were orphaned at the age of 10, when we were attacked and slain by Goblins in the third ravine of the Mountains of Toros. Your uncle took you in, and you worked in his small trading post. As a child, in anger, you could cause small objects to burst into flame, or explode. And now, I have come to you."

I marvelled. She knew facts which even I did not know.

"You have not ventured forth until now, except to practice archery and swordplay in the forest shadows, where you dreamed of revenge against the marauding Goblins.

"But, your task is much larger, worlds larger. . . ."

My eyes widened. I had never travelled beyond sight of my village. What was now expected of me?

"Your tears are but a drop in the great ocean. The Realm of Batiniq is wracked by Lord Dragos. The final extinction of good is at hand. Except, perhaps, for you."

I staggered.

"Sit down, my child. I will help all I can,

"You enter an enchanted realm, which long ago knew the beauty and knowledge of the Zilfins. Their reign was marked by prosperity and fairness.

Many tales are told of the power of the two rings of Zilfin, the mysterious disappearance of the Zilfins, and the plague of Lord Dragos, who has left Batiniq a land without hope.

"The Scroll of Dragos, nailed to tree and cross throughout the land, proclaimed his purpose when he came to us those twenty long years ago. 'You, the people of Batiniq, have lost the sacred emotions,' the scroll read. 'I, a fiend of darkness, will bring back the greed and hate and pain that makes a proper world. To achieve this exalted task I declare myself overlord of all I survey. All is noble darkness.'

"Thunderbolts flashed from the eyes of Dragos, and sore travail beset Batiniq. Here was a necromancer of fiendish strength and intent."

Her eyes pierced me. "Ahead of you lie dangerous creatures that crawl and leap and fly. Yet there are friends too — Halflings, Dwarves and Elves and, mayhaps, Zilfins.

"This is a world of combat, and planning. Some journeys in these three kingdoms entail more danger and expense of energy than others. Where a strong sword fails, magic may avail, or the eating of a special plant. Yet the minions of Dragos know spells also.

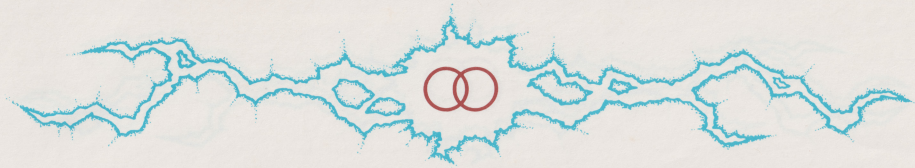
"Go now, my child, and hurry. This night marks the beginning of your manhood and your quest." With this, she faded back into the mists from whence she came.

The First Stroke

Salvation will not come quickly for Batiniq. Many hours, nay, days, will be required for you to remove the stain of Lord Dragos and redeem the Realm of Batiniq.

Attend to detail. Keep notes on what is said. Be watchful of clues.

At first, survival will be your aim. Some parts of this realm are more dangerous than others. To begin, try to stay within a "safe" zone, and build reserves. Watch closely your possessions, your food, your endurance. Sometimes to turn back is the best course.



With practice in combat you will increase your strength, magic and wealth. Fat profits can be made in Deloria — buy cheap, sell dear. Observe when you must recross a region of great danger. The eight plants you can eat may ensure your health.

Despair is the fruit of darkness. Keep faith, and you shall prevail.

Let this blessing be with you:

*"May the candle of Zilfin
Light of lights
Shine on thee
Turning evil aside
Beacon burning bright
'Til all the land is free."*

Starting

■ **Apple:** Boot the game with disk one in drive one (and disk two in drive two if you have two drives). You may press 'X' at any time during the title sequence to skip ahead to the adventure.

■ **C-64:** Turn on the disk drive and the computer. Insert the game disk into the drive. Type LOAD"*",8,1 and press the return key.

■ C-64 users have exactly the same options available as are explained within these rules. All options, however, are controlled by a joystick in port 2 and not by the keyboard. See the C-64 users guide at the back of the rules for detailed instructions.

■ Select a (N)ew game.

Movement

■ Enter (SO) for south when the map and the words 'Which direction?' appear.

■ When your character reappears, you are in travel mode.

■ Press the space bar to start walking. Press the space bar again when you want to stop. Use left and right arrows to control your pace of travel while moving.

■ Press the <esc> key a few times to get familiar with the status display. Make sure you understand what the status screen is telling you. If you have doubts, you may be forced to refer to the game book.

■ When the sun disappears, it is night. You are tired, and your speed slows down. Stop by pressing the space bar, and then press (R) to (R)est. If the sunrise catches you walking or just standing, your pace will not pick up and you will become yet more fatigued.

■ Always remember that the only command you may issue while in motion is <esc> for status. All other commands must be issued after you stop.

Enemies

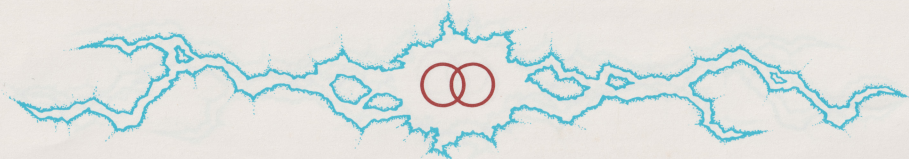
■ If you see any spy birds in the sky, try to shoot every single one before they fly away. If one escapes, it will fetch a horde of monsters. These fiends tend to travel in packs. Unless a pack of monsters is completely destroyed, you will face yet another wave. Thankfully, they disappear with the sunrise. Press (A) to loose an arrow skyward. Use the left and right arrow keys to move and aim. You may also try and flee by using the (F)lee command, if you run out of arrows or run low on endurance points. When you acquire some magical skills then you will be able to fight with magic too. You may replenish your endurance points by (U)sing (eating) Yurpin mushrooms during combat (or any other time).

■ If you are attacked by Goblins, fanatics or other ground dwellers you may fight back with (S)word, (A)rrow, or (C)ast spells if you have attained magical skills. Sword, arrow and Eevei spells require a direction for the attack. Press (S) for sword and then left arrow or return key or right arrow or slash (/) key to indicate left, up, right or down for the direction of your assault.

Other Options

■ When you reach a town, village, or any other location you may be given additional options. These options will appear in the text area below the screen and the letters to execute them will be in parentheses.

■ Check your status regularly to see how much food is left. The rise of each sun, as well as exploring some locations, will reduce your food supply by one.



■ When you see a Monk during your journeys, you may (T)alk to him. This is done by stopping and pressing the (T) key, followed by a direction. If the response is "There is nobody to talk to" then use the arrow keys to move left or right, and try again. Some monks are shy.

■ You may (G)et mushrooms and plants or (D)rink water from pools you encounter during your journeys. (G)et, (T)alk and (D)rink commands all must have the right direction in order to work. Keep in mind that you may stop your walk at any time and use the arrow keys to move left and right within the current frame.

■ The (G)et command is used to pick up objects that you can see. You may also issue the (L)ook command to pick up objects that are not readily visible.

■ In case you do not rush to victory in your first sally, (Save) allows you to try again later. It's wise also to save during a session, so you can play again from that point in case you do succumb to starvation or the talons of some wandering beast.

Saving the Game

It's most unlikely you will finish the game in one session. "Save" allows you to restart the game from that point. It is advisable to save during play also, so you won't have to start again from the very beginning should you expire.

You can only save the game when you exit a location. When you give the (X)it command, the map of Batiniq is shown on the screen and the question "Save game?" appears. Enter (Y) if you want to save, otherwise enter (N).

Travelling

To go from one location to another you must use the (X)it command. After the save phase, you are asked to choose from a list of roads. A blinking cross on the map indicates your position. It's best to mark each explored area on the blank map provided in your adventurer's kit. You may want to return to some areas again. This map was obtained from a Delorian Monk, who knew Deloria very well but unfortunately was completely ignorant of Begonia and Sumaria. In those realms you travel blind.

There are nine responses to the question "Which direction?":

NO for north	NE for northeast
EA for east	NW for northwest
WE for west	SE for southeast
SO for south	SW for southwest

R to return where you've just exited from.

If there is no road in the direction you have chosen, a message will so inform you. The maximum number of roads leading away from any location is four. In some places there will only be one road.

Once a road is chosen, there is no going back. You must reach the next location before you can change direction, whatever is about to befall you.

While in motion, you may not issue commands, except by pressing the space bar which stops you. Pressing <esc> displays the status screen.

While walking, you can use the arrow keys to control your speed. The right arrow increases your speed, from one up to four.

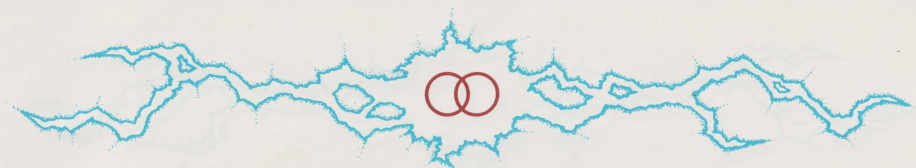
II. GAME MECHANICS

Starting a Game

Turn your computer on with the game disk one in drive one (and disk two in drive two, if you have two drives). Type in 1 or 2 when the question "(1) or (2) disk drives?" appears. Next, select (N)ew or (R)estart. If you have not saved a game onto the disk, either option will start play from the beginning. If you have saved a game, (R)estart will begin at the last point of play. Games are saved on disk two. Disk two is not copy protected, and copies can be made using any standard disk copy utility such as Apple's COPYA. Thus you can play several games at once, provided you save them onto separate disks.

If you grow tired of the title sequence, press 'X' to skip ahead to the game.

By selecting a New game you get the option of changing your name. If not, Reis will be your name throughout the adventure. Your new name can have no more than four letters.



This is of course fatiguing. Your fatigue loss is shown each five miles. The left arrow slows you down.

First use the space bar to stop if you wish to (G)et plants and mushrooms, (D)rink from a pond, (T)alk to someone or (R)est at night.

Beware the spy birds of Dragos. If you do not slaughter all of them, they will return with hordes of attackers. Nights must be devoted to rest, not continual combat.

Take enough food for the journey. Wandering monks may provide useful information, and eating local plants may give special sustenance. Even drinking water can have its unusual benefits (and risks).

Exploring Locations

At each location, you are typically presented with a set of options. These appear in a menu, and you press a key to make a choice. Let it be known, however, that all the options are not always shown. You may be offered the chance to (X)it, but there may be objects which you didn't see at first. Experiment!

Multi-level mazes will greet you in two places — in the Dark Tower and Castle Graz. Here you will move in four directions using the following keys: return for north, left arrow for west, right arrow for east, slash (/) for south. Press the space bar to stop moving.

At times you will encounter doors. (E)nter them, and, hopefully, (X)it.

Combat

At times the powers of darkness will attack. They can attack from the air or the ground. You will be assaulted with magic, such as destructive spells, or with physical weapons, such as axes, poisonous pins, sheer muscle, etc. But the fiends cannot assault you with both at once.

You, however, are favored with both the magic of spells and the physical power of sword, bow and arrow. Armour protects against physical blows, but not spells.

The mechanics of ground and air combat are somewhat different.

Air Combat

Flying enemies are impervious to your sword. Fire with bow and arrow, or cast "Eevei" class spells (see the back cover of the rulebook for more details on spells). When shooting an arrow, use the left and right arrow keys to aim. Fortunately most fliers are of low endurance. One hit knocks them from the sky. When you destroy an entire wave, your reward is the chance to rest and recuperate.

Ground Combat

All spells and weapons can be used in ground combat, depending on your level of strength, skill, etc. Here you must specify the direction of your attack, since the enemy may come from all sides. You may fight with (S)word, (A)rrow or (C)ast an Eevei class spell. After issuing the command you indicate the direction via the return key for north, '/' for south, '→' for east, and '←' for west.

Striking with your sword is a question of skill level. Once a hit is landed, two factors determine the damage inflicted: Your strength and the type of sword. Within Batinq there are ways to increase your strength, but these you must uncover in your travels. Your maximum strength limit is shown on the status display, and starts at 09.

A list of swords is shown on page 6. Nine is the maximum damage a short sword can inflict, whereas the Pala can belabor an enemy with 29 damage points.

An (A)rrow scores a hit 99% of the time. The damage depends on the type of bow, and again on your strength. There's some randomness in the effectiveness of arrows. The ash bow inflicts less damage, and eventually will break. The Brom bow will serve you indefinitely, and strikes harder.

When the death knell sounds in your ear, you may choose to flee. Press "F" during combat. Keep trying, though in some places such as the Dark Tower you can never flee. Watch your endurance and fatigue closely; when they fall below zero you die. Each time they fall, the new value and the number of points you've just lost are displayed.



After one of your attributes falls to zero, you get one more chance. You will hear a high-pitched beep, and the zero attribute is shown as black on white. Here you may have options, or you may not. If you have Yurpin mushrooms, quickly eating them will build your endurance. A Jinn can make you invincible against the next five blows from your enemy. With low endurance but a stronger fatigue rating, cast a shield spell and strive to kill the demon while the shield absorbs magical damage instead of your endurance.

Character Attributes

Strength: Determines the damage you can wreak on the foe. Maximum effectiveness depends both on your strength and on having a weapon of an appropriate level. Your maximum strength is 99.

Endurance: Measures the pain you can tolerate and yet survive. Each strike from the foe reduces this rating, depending on their strength and your armour. If this falls below zero, you die. You start with 200 points; the maximum is 9000.

Fatigue: The embodiment of your physical condition. Throughout the adventure you will discover many ways this can be increased. A long climb, a restless night, or more importantly, the casting of spells, all affect fatigue. Combat also reduces the fatigue rating. This also must be above zero if you are to survive. Take special care when casting powerful spells. You start with 50 fatigue points; the maximum is 9000.

Sword skill: The chance that your blows will land home with effect. There's some chance your skill will increase when you slay an enemy with a sword. This becomes more likely as your skill grows. Your skill will not grow if you kill with magic or arrows. The skill level begins at 25 and can build to 66.

Magic skill: Determines the spells you may cast. You start with no skill in this area, and you can go up to 99.

Commands and Options

Single letter commands can be keyed in throughout play, while options are presented at certain times. For instance, when you arrive at a village you may be given four options:

Village of Finduk. You may explore

- (F)irst house
- (S)econd
- (T)alk to passersby
- (X)it

Not all commands work at all times. If you are not in combat, the (S)word attack command will have no effect. These details quickly become apparent during play.

At times you will be asked questions, such as "Would you like to go now?" You should reply (Y)es or (N)o. Or, "How much are you asking for it?" Enter a number, and remember the maximum is 99. Enter 100, and it will be read as 10. Whenever you enter a command that's not valid, nothing happens.

At times "RETURN" will appear in the text window. You must press return to go on with the game. This usually happens when someone is speaking to you, and you need to scroll on to the rest of the message.

These commands operate within the confines of Batiniqu:

A = Arrow attack. Fires an arrow. Requires a direction of attack in ground combat.

C = Cast a spell. The (P)repare command must be used before a spell can be cast. The status screen shows the spell you have prepared, which is ready to use.

D = Drink. To drink water or other liquids. Requires a direction during travel.

E = Enter. To go through doors or other entrances. Usually an option.

F = Flee. To flee from combat. Low chance of success. A last resort.

G = Get. To pick up visible objects, plants, mushrooms, etc. Must be followed by a direction when you're in travel mode.

L = Look for objects. To search for and pick up hidden objects. No direction needed.



O = Offer. To make an offer to other inhabitants of this land. The program will respond with "Offer what?" Reply with the single letter that represents the object (see page 9).

P = Prepare. To prepare a spell. The program will respond with "Which spell?" Type the letter of the spell you wish to use (see list of spells on back cover of rulebook).

R = Rest. Allows you to set up camp, and rest at night.

S = Sword attack. Uses your current sword. After pressing (S) you must then press a direction key, otherwise nothing will happen and the word "pass" will appear.

T = Talk. For conversation. Requires a direction if you are travelling (no direction needed in locations such as villages).

U = Use. The program will respond with "Use what?" You type a letter or number. To "use" a mushroom is to eat it, to use a torch is to light it, etc.

Some objects, such as a musical instrument, may be used over and over. A thing of beauty is a joy forever. Some things, such as matches, can be used only once.

X = Exit. For leaving a location. Cannot be used during combat.

W = Word. This switches you to word input mode. You can type in words, one at a time, then press return. Useful for singing prayers or speaking to another character.

<esc> = Status. Always works, displaying your status and putting the game on hold. Check frequently for endurance, fatigue, and food.

Space bar = Walk/Stop. Will stop you if you're travelling, start you if you're stopped.

III. OBJECTS AND POSSESSIONS

Food: Starvation is not unknown in Batiniq. Each day that passes, your food supply is one unit less. When your supply falls to zero the warning beeps are sounded, and you must find food before the end of the day if you are to continue.

Gold: Basic currency of Batiniq. You begin with 20, and need more.

Weapons: Another basic currency of social exchange. Bows require arrows. Ash bows can break; Brom bows cannot. Five types of swords can be had. Each beginning adventurer gets a short sword. When your strength exceeds the limit of your sword, you need a better sword.

SWORDS	MINIMUM STRENGTH REQUIRED TO CARRY	MAXIMUM DAMAGE
Shortsword	0	9
Pala	10	29
Slicer	30	49
Slayer	50	69
Grandsword	70	99

Armour: Reduces the blows of your enemies: light armour, 5; medium armour, 15; heavy armour, 30.

Mushrooms: Eating the mushrooms of Batiniq can be rewarding. The "Use" command enables you to eat, and you indicate your choice by entering these numbers:

1. Yurpin mushroom. Increases your endurance.
3. Tergin mushroom. Strengthens your fatigue factor.
5. Parzin mushroom. Gives you the greatest sword skill for one blow.
7. Fuhyin mushroom. Nourishment equal to one food unit.

Plants: Some plants are healthful.

2. Purlet. Chewing these leaves will temporarily grant you immense strength, good for one sword attack. Don't miss. One hit will reduce your enemy's endurance by 200.
4. Mift. Rubbing these leaves on your body leaves you immune to any physical attack for one blow. Useless against magic.
6. Iola. A few dried leaves dropped into a boiling pot makes a powerful potion. Antidote for poison.
8. Jinn. Like Mift but stronger. You are invincible for five blows, but your fatigue is drained by 50 points.

(continued on page 9)

RINGS



OF ZILFIN





Objects: These can be traded, eaten, planted, offered, ignored, etc. To refer to them, use the single letter associated with each.

A. Elvish boots	N. Staff
B. Torch	O. Harp
C. Match	P. Toy
D. Cloak	Q. Ring
E. Nukh	R. Silk
F. Prihny Powder	S. Tobacco
G. Key	T. Amulet
H. Horn	U. Pearl
I. Rope	V. Chewba
J. Seed	W. Spice
K. Flute	X. Elixir
L. Gem	Y. Tea
M. Riddle Book	Z. Cookie

IV. MAGIC

Without magic, this enchanted realm can be barren. Fortunately, you have talent. With effort you can progress from level 1 (apprentice), to level 2 (master), to level 3 (grand master) wizard. You will be able to use more and more powerful spells. Cast spells with caution — they wear down your fatigue, and when fatigue falls below zero you expire. Refer to the back cover for a complete list of spells and their effects.

V. INHABITANTS OF BATINIQ

The general cast of characters:

Your character — A youth from the village of Sham in Deloria.

Lord Dragos — Evil necromancer who holds Batiniq in his grasp.

Rolan — King of Deloria.

Hulki — Nobleman of Deloria.

Rufus — King of Begonia.

Hamdi — King of Sumaria.

Dzomon — Vicious demon, strong right arm of Lord Dragos.

Eklun — Wizard of light.

Zihten — Another wizard of light.

Lutfen — Third wizard of light.

Zara — Eternal sorceress of Zaradim.

Sam — Halfling.

Ela — Elf.

Elomin — King of the elves.

Hayrush — Witch.

Bogum — Dragon of the legends.

Darmag — Ancient guard of the entrance to Castle Graz.

Ankha — Giant bird.

Inhabitants — People of Light

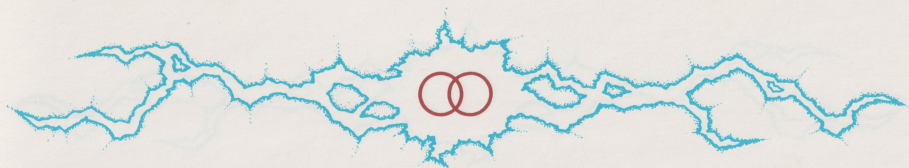
Humans: Youngest and now dominant race in Batiniq. More numerous than all other races.

Halflings: A little people with great appetites. Known for their furry feet and peaceful outlook on life. Halflings eat four meals a day, enjoy all kinds of stories, love riddles, and insist on smoking a good bowlful of Delorian tobacco at the close of each meal. Not known for combat or magic. Excellent traders and conversationalists.

Dwarves: An ancient race of short, stocky people. They mostly dwell in mazes beneath mountains. More and more of late they've been forced to leave their traditional homes and come to human villages, out of fear of marauding Goblins. Excellent trackers and hunters, skilled at working in metals and stone, they see better in darkness than in light.

Elves: An enchanted, mischievous race. They love to play tricks, are fond of music and dance. Known for singing in the forests. They do not mix with the other beings of Batiniq, and live in the more remote forests such as Tiveron and Shakamoz. The forces of Lord Dragos have driven them even further into the forests. In fact, the usual traces of Elves have nearly disappeared altogether.

Zilfins: A great race from the past, it is reported that the Zilfins became extinct after the Battle of Bihun, many years ago. It was they who freed Batiniq, pushing the dark forces off to the Realm of Gurtex. Civilization reached its apex under their leadership. The exact reason for their disappearance is not known, but it is believed their magic is superior to that of Dragos.



Inhabitants — Minions of Darkness

Dragon Birds: Spy birds. These birds sleep in the day and roam the skies at night. They leave their resting places in caves and underground caverns to seek their victims. Then they bring back other creatures of darkness for the attack. They themselves possess no destructive capabilities.

Barvils: Beings mutated from bats by Lord Dragos. They attack their prey with Jazzip spells.

Denzils: Covered with slimy tentacles, able to cast devilish spells.

Illets: Eyeless, nevertheless they find their prey and cast Jazzip spells.

Guzus: Related to Barvils, but lacking in any magical power. Fast, deadly, their shape changes as they attack and hurtle toward the victim, ready to strike with their poisonous pins. Eliminating them takes patience, because they have the ability to resurrect themselves. The number of times they can resurrect themselves depends on the individual Guzus.

Basurs: Flying skulls that can dive with great speed to bite their prey. They also have the ability to resurrect themselves.

Dra-Hinns: Most deadly of fliers. Their spirits leave their bodies only after many deaths.

Goblins: The backbone of the dark forces of Lord Dragos. Unskilled in magic, they carry large axes which they wield with ferocity.

Worshippers: Humans who have fallen under the sway of Lord Dragos. Mostly thieves, bandits and outlaws. They continually harass the populace.

Shape Shifters: A race which long ago elected to serve the forces of evil. Their physical form can be changed into any shape whatsoever. Their true shape resembles the human form, but they can never resist the urge to change shape for very long.

Trolls: A race of few brains and much brawn. Huge, powerful creatures, they kill to eat.

Giant Spiders: Theirs is a sad story. Formerly they were large, beautiful butterflies that lived in the forests of Batinig. Lord Dragos was so repelled by their beauty that he cast a spell which transformed them into hairy, ugly spiders that can only return to their original shape by sucking human blood.

Gorgons: Having evolved from the same biological branch as dragons, gorgons are large beasts with powerful jaws (they are also known as the beast of the iron bite). Their metallic skin is nearly impossible to pierce. Their basic food is rocks and stones, which they chew with no difficulty. Given the chance, they also enjoy humans.

K-Plants: The favorite plant of Lord Dragos. These semi-intelligent beings can wait days for their prey. They throw their poison pins and then watch the victim die in convulsions. They kill for pleasure.

Barg: Tentacles emerge from its body, and the tip of each is charged with high voltage electricity. They love to caress the innocent, who are then reduced to charred corpses.

Mina: Also known as the man-eating spider. They feed on blood with their thick lips and strong teeth. They prefer human blood, and resist death to the last.

Iblis: Demons of darkness, who accompanied Lord Dragos to this realm. Can cast deadly spells.

Zumagin: The death ray demon. Their eyes shine with a light that burns wherever it touches.

Zamir: A lesser demon, but still to be feared.

Slime: Marsh dwellers. They squeeze the life out of the unwary with octopus-like arms. Their slippery skin makes them difficult to catch or kill.

Sand-Gus: Live in deserts. Small, fast, with large claws. Enjoy chopping their prey into smaller and smaller pieces.

Zorlins: Also known as Goblin Monks. Claiming to be agents of Dragos, they extort gold and valuables under the guise of "tax collection". They have burnt even castles.



Demondi: Demons who carry the poison fork said to be washed in the dark streams of Gurtex.

Bazylrun: Demons with poison breath.

Hrruls: Singers of the dark song. Indestructible by usual means. Only a special spell, with the aid of the staff of Grumm, can affect them. The Zilfins resorted to locking them up in the dark tower. There they remained until Lord Dragos freed them. Now Dzomon is their peer, and they roam Castle Graz and the dark tower as guards for Dragos and Dzomon. Those who hear their song lose their minds to darkness.

Fermigons: Perhaps the most vicious of the dark forces. So fierce that even Dragos fears them, they are locked in the Dark Tower and Castle Graz.

VI. GEOGRAPHY OF BATINIQ

Batiniq consists of three kingdoms, separated by mountain ranges. To the south is Deloria, to the west Sumaria, and east is Begonia. The barren northern reaches are known as Dragonia and are inhabited only by the giant Ankha birds. The mountains are close to impassable, except through passes that were well known to traders in Zilfin times, but are now known to almost no one.

Deloria

The kingdom most free of Dragos. The current ruler is King Rolan, who lives in Castle Durheim in East Deloria, on the Aximon Plain.

Towns of Deloria: Telbiz, Ziad, Tumriz, Shaktir, Axitraz.

Villages: Sham, Perimon, Finduk, Tol-Bin, Belmonti.

Forests: Feldor, Ergon, Harlosh.

Plains: Aximon, Deloria.

Deserts: Sysvol, Hele.

Marshes: Irmak.

Begonia

Land of King Rufus, a knowledgeable and just ruler. A place that suffers much from Dragos. Rufus lives in Castle Razag on the Burgol Plain.

Towns of Begonia: Cullarat, Tar-Im, Llorim, Nedharm, Derymin.

Villages: Shentill, Maerdom, Faerlot, Karadum.

Forests: Tiveron, Demion, Pylon.

Plains: Burgol.

Deserts: Eredrim.

Marshes: Denize, Byludd.

Sumaria

Here King Hamdi lives in Castle Rimline deep in the forest of Shakamoz. Stronghold of Dragos.

Towns of Sumaria: Zax, Treil-Om, Shakamin, Lork.

Villages: Safinas, Waylong, Varanlim, Elmo.

Forests: Shakamoz, Feylong, Shimerr.

Plains: Metsny, Sara.

Deserts: Darizmag, Ahbap, Sharkynn.

Marshes: Fetren, Zaxit.

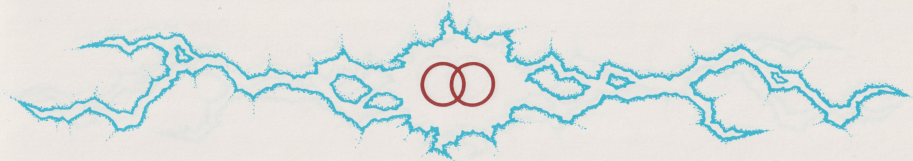
General Geography

The large and small forests of Batiniq are now very unsafe due to Dragos. Most humans live on the plains in towns and villages. Deserts are hostile, full of danger and some rewards. Most difficult of all for travel are the marshes, where death is as likely an outcome as life.

VII. A HISTORY

The Rings of Zilfin

It was long, long ago, some say before the Toros Mountains had thrust up from mother earth. In that day, great wars raged between the forces of light and the forces of evil. The Zilfin wizards wrought two rings, which were worn by the First Speaker at the Battle of Bihun. Each ring alone was ordinary. But the two rings together, on the hand of one being, were said to give supernatural force. After the forces of evil were beaten back at Bihun, the First Speakers of Zilfin wore the rings as badge of their rank. This natural order, with its



peace and prosperity, lasted even after the Zilfins mysteriously vanished.

Then came Lord Dragos. His scroll declared the perversity of his purpose, and the strength of his hand was soon felt. His demons he placed under the command of Dzomon, himself a tower of demonic darkness. Suffering spread through Batiniq. There was now no trace of the Zilfins, as though the foul incantations of Dragos had swept them from the land. Night-flying Dragon Birds, Illets, Guzuz, Dra-Hinns and others plagued once peaceful forests. Those caught in the open had no chance. Even the industrious and merry elves, who formerly lived in hollow trees deep in the forest, now fled to more remote forests for greater safety. Travel and trade virtually ceased. If the next village could not be reached in daylight, it could not be reached alive. Even during the day, Goblins raided and robbed at will.

However, even Dragos was not able to subdue the Monks of Batiniq. An ancient spell preserved them. So some news was carried from kingdom to kingdom by the monks. They were the only segment of society not totally isolated.

Administration of the provinces came under the Zorlins, Goblin Monks who extorted gold, valuables, even food and clothing, from the helpless populace. Any town or collection of huts that was slow to cooperate was left a smoldering pile.

Beseiged within their castles, the former kings of the three realms were defenseless, hardly able to help themselves, much less help the peasantry.

The beatings wore on, until it seemed the people were almost senseless. Few lights shone in this dark age, like flickering torches on a windswept moor. The forces of evil neared their final victory.

The Castle Graz

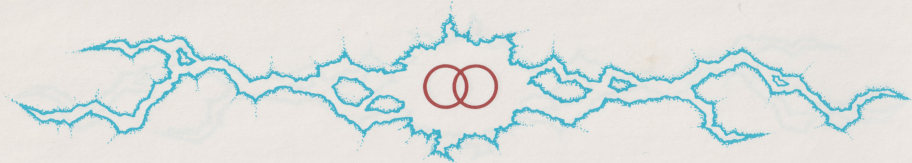
Two prizes still eluded Lord Dragos, however: the Rings of Zilfin, and the Treasure of Fulgarsh. Aside from these, the paltry resistance of the Monks of Batiniq, and rumors of the Zilfins, naught marred the ascendancy of Dragos.

As to the rings, when Dragos first arrived at Castle Graz, hiding place of the rings, he had not even been able to gain entrance. First, the castle was placed high atop Mount Grazdrenq. There, secluded from the world, connected with no road or trail, it could only be reached by flying on the back of the Giant Ankha birds. How the Zilfins had travelled there was never known. Flying on an Ankha was not only dangerous but difficult to arrange. Only elves knew how to summon these birds. There was a mysterious communication between the busy elves and these most independent and free-spirited of birds. Thus visitors to Graz were rare, which was all for the best. Zilfin courtesy demanded that extensive hospitality be shown to every visitor, and the First Speaker of Castle Graz did not have extra time for social life.

The Fate of Darmag

After the First Speaker, the next best known inhabitant of the place had been Darmag, the guard. Darmag was a creature of unknown origin. Resembling a huge pumpkin, his roots dug deep into the soil, and he was more like a vegetable than a human or a Zilfin. His skin was like the bark of a tree, hard and durable. Though he appeared to be a plant, he possessed both intelligence and magic. Further, he could surround himself with a wall of pure energy that no one could penetrate. His age was neither known or guessed. Some said he was on the grounds when the Zilfins built the place. At any rate, he was stationed at the main gate as sentinel and guard, and he and the castle had become known as one.

The day the Zilfins disappeared, a sadness grew in Darmag's heart. The elves who sometimes came to visit would offer to move him to one of their forests where he could have some company. But he refused. Graz was his home.



When Lord Dragos and his followers appeared, Darmag refused to give way. Despite all the efforts of Dragos, Darmag held firm. Then the cunning Dragos ordered Chewba, the narcotic, to be brought. The Chewba leaves were squeezed and their juice poured into the ground near Darmag. Since he took his nourishment from the earth, his roots absorbed the drug. His defenses slowly failed, until he fell into a heavy sleep. So Dragos penetrated the castle.

Thereafter Chewba juice was regularly poured into the soil, and Darmag was reduced to a drugged slave. He would follow any order of Dragos, begging for more Chewba. Such was the fate of Darmag.

Search for the Rings

Once inside, Dragos rushed to search for the Rings of Zilfin. They opened a door whose hinges had not creaked in centuries. Breaking the spells, he found a small, black chest on a low, stone altar. Inside: one ring. Only one.

Dragos flew into a rage. His plans were thwarted. He climbed to the uppermost tower, where he hurled thunderbolts and storms onto all parts of Batiniq. Crops were ruined, huts smashed, floods unleashed. Yet the other ring was not found and eventually the Wizards of Light brought back the sun.

The Second Prize

The second prize that had eluded Dragos was the Treasure of Fulgarsh. Of all the kings of this land, Fulgarsh was the most known for cruelty.

As his time grew near, Fulgarsh was possessed by the fear that his gold would surely pass into the hands of another. As he grew deathly ill, a giant dragon descended from the sky. Bogum, Dragon of the legend, announced himself with cracks and hisses and the scraping of scales across the floor. Through a window he spoke at length with the dying man. Then, astounding all, Fulgarsh arose and led the beast into his treasure room.

Moments later the great chest was chained to the Dragon's back and away he flew. As Bogum disappeared, he was heard to say "Mortal eyes will never again see this treasure." Exhausted, Fulgarsh died shortly after.

Where did the treasure go? Dragos never found it. On many an evening, as the common folk gathered round their fire, the talk would turn to the fabled Treasure of Fulgarsh.

A Final Magical Word

Wizards, witches and sorcerers are often thought to be the same. But they are not. All these names indicate a high level of skill, the ability to control the forces of nature to some degree, but not in the same way.

Wizardry is mastery of the mind. Wizards have little use for herbs, powders or potions. They usually carry a staff carved of rare wood and rely on runes and prayers for their power. With control of their mind, they can then control their bodies, and sometimes even stop the aging process. Some of the best known Batiniq wizards, such as Eklun, are thought to be hundreds of years old.

Witches are learned in the use of herbs and plants to effect charms, curses and poisons. Their power, though strong, is below that of wizards. To an extent they too can lengthen their lives. Most of their longevity potions do make them uglier and more gnarled.

Of all the witches only one, Zara, claims to have found the source of eternal life. Zara, the eternal sorceress, lives in a temple in Begonia. There she spends her days working deeper and deeper into the art of witchcraft, aided by apprentices and servants. She is no friendlier than other witches. She does nothing without the expectation of payment.

This then is Batiniq. May the forces of light be with you.



VIII. COMMODORE USERS COMMAND GUIDE

Introduction

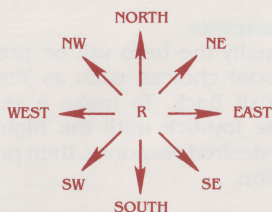
Commodore users may enter their choices by utilizing the keyboard or a joystick in Port 2. When using keyboard inputs, all keys are as delineated in the prior rules sections. (Except on the Commodore the F7 key replaces the Apple's ESC key.) If joystick input is desired, the following sections explain the mechanics of its use.

Overview

Moving the joystick will change the highlighted option. Pressing the Fire Button selects the highlighted option.

Selecting Direction to Travel

The computer will display the "Direction?" prompt. Maneuver the joystick (see diagram) to select your direction of travel; press the Fire Button to confirm your choice. *NOTE: Direction may be entered from the keyboard by entering the first two letters of the desired direction and pressing "Y" to confirm your selection.*



Travelling

The hero appears on the road. He is stopped. To start him walking, press the Fire Button. Walking speed can be increased by moving the joystick to the right. Moving the joystick left slows the hero. Pressing the Fire Button stops him. While stopped during the day, the hero has two menus available.

■ Moving the joystick to the left produces the utility menu. Moving the joystick up and down changes the highlighted option. Pressing the Fire Button selects the highlighted option. Moving the joystick right exits the utility menu.

■ Moving the joystick to the right puts the character into "Get Mode". While in Get Mode, moving the joystick left or right adjusts the position of the hero. Pushing the joystick up or down causes the hero to attempt to get a plant in the corresponding direction. If no plant exists, the hero will try to drink from a pool. If both prior options fail, the hero will try to talk to a monk. If all three options fail, the message "Nothing There" appears. Pushing the Fire Button exits "Get Mode".

Utility Menu Options

Inventory/Use — The hero's status page is displayed. All numbered or lettered items may be used. To use an item, move the highlight by moving the joystick forward or backward until the desired item is highlighted. Then press the Fire Button.

Look — Search for and take any valuable items in the hero's present location.

Offer — The hero's status page is displayed. Indicate the item to be offered using the same mechanics as in the Inventory/Use section. Only lettered items may be offered.

Prepare Spell — The list of usable spells will be displayed. Move the highlight to the desired spell by moving the joystick back or forward then press the Fire Button.

Cast Spell — The spell currently prepared will be cast once. Not all spells work in all places.

Word — The computer will prompt you to enter a single word followed by a carriage return.

Night

Resting — When the hero stops at night and is not utilizing the utility menu or "Get Mode" options, he will automatically rest.

Night Combat Menu — When creatures of the night disturb our hero, the Night Combat menu will be displayed. The options are selected by moving the joystick forward or back and pressing the Fire Button when the desired option is highlighted.

Inventory/Use — Same as during travel.

Arrow — Fire an arrow up from the hero's



current position.

Cast — Cast the currently prepared spell once. Eevei class spells will fire up from the hero's current position.

Prepare Spell — Same as during travel.

Flee — Attempt to end the combat by eluding the attackers.

In general, the hero's position is adjusted by moving the joystick left or right. To shoot at the flyers, set the highlight to arrow or cast and press the Fire Button.

Standard Combat Menu

When dark forces confront our hero, the standard combat menu will be displayed. Options are selected by *holding down the Fire Button while moving the joystick forward or back*. Releasing the button selects the highlighted option.

Inventory/Use — Same as during travel.

Arrow — Selects bow and arrow as the hero's current weapon. Requires a direction.

Sword — Selects sword as the hero's current weapon. Requires a direction.

Look — Same as during travel. Best utilized after the battle.

Cast — Casts the currently prepared spell once. Eevei class spells require a direction.

Prepare Spell — Same as during travel.

Flee — Same as during night combat.

For attacks with arrows, sword, and Eevei class spells, the direction of the attack must be chosen after the option is selected and the Fire Button released. To indicate the direction of attack, simply move the joystick in the desired direction after selecting the option.

Town Menu

Upon entering a town or village, the Town menu will be displayed. Move the highlight by moving the joystick forward or backward until the desired item is highlighted. Then press the Fire Button.

Cast — Same as during travel.

Prepare Spell — Same as during travel.

Offer — Same as during travel.

Word — Same as during travel.

First House, Second House, Third House — Selecting any of these options causes the hero to enter the corresponding building. The first house is the house on the left, the second house in the center, etc.

Talk to Passers By — Selecting this option allows the hero to be approached by a random towns person. After the person has approached, selecting "Talk to Passers By" a second time will elicit a conversation.

Exit — Selecting exit will cause the hero to exit a room, building, location, or conversation.

Miscellaneous

Occasionally the hero will be presented with special choices such as Yes/No or Go On/Exit Back. To make a selection, move the joystick until the highlight is over the desired response, then press the Fire Button.



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SPELLS

	SPELL	CATEGORY	LEVEL	FATIGUE	DAMAGE	DESCRIPTION
A.	Jazzip	Eevei	1	- 5	5	The Jazzip spell throws a ball of fire in the chosen direction.
B.	Rektar	Eevei	2	-20	40	This spell is like Jazzip, but more powerful.
C.	Fagtar	Eevei	3	-40	99	Most powerful of Eevei spells. Directs a ball of pure energy to your enemy.
D.	Stohle	Hainn	3	-75	—	Used in combat. Effective against all your foes at once. Temporarily disables their ability to attack.
E.	Buzzap	Hainn	1	-15	5	Lightning strikes all your enemies.
F.	Parthl	Hainn	3	-35	30	Six times more powerful than Buzzap.
G.	Ekbart	Zulfarr	1	-10	—	Gives an insight into your enemy's strength, endurance and combat skills.
H.	Ak-Lin	Brynox	1	-20	—	Raises a magical shield which will absorb hits worth 50 points from hostile forces.
I.	Ilk-Be	Brynox	2	-35	—	Similar to Ak-Lin, but will absorb 99 hit points.
J.	Ud-Bar	Zulfarr	2	-90	—	Immediate teleportation to your destination. To be used only in open country in travel phase.
K.	Warton	Zulfarr	1	-25	—	To be cast just before entering a room. Protects you from any theft. Good for one day.
L.	Zytrom	Hainn	2	-40	99	Effective against Hrrulls. Requires possession of the staff from the Grumm Tree.

COMMANDS

- A Arrow attack.** Fire an arrow.
- C Cast a spell.** Cast the prepared spell.
- D Drink.** Drink water or other potions.
- E Enter.** Enter a door or other entrance.
- G Get.** Pick up visible objects, plants, etc.
- L Look for objects.** Look for and pick up visible objects.
- O Offer.** Offer objects to other characters.
- P Prepare.** Prepare a spell.
- R Rest.** Set up camp and rest.
- S Sword attack.** Attack with sword.
- T Talk.** Converse with other beings.
- U Use.** Use an object.
- X Exit.** Leave a location.
- W Word.** You can enter words.
- ESC Status.** Displays status and inventory.
- SPACE Walk/Stop.** Start or stop motion.
- BAR**

MUSHROOMS & HERBS

- 1. Yurpin mushroom:**
Increases your endurance.
- 3. Tergin mushroom:**
Increases your fatigue factor.
- 5. Parzin mushroom:**
Gives you maximum sword skill for one blow.
- 7. Fuhyin mushroom:**
Provides nourishment equal to one unit of food.
- 2. Purlat:**
Gives strength of 200 for one blow.
- 4. Mift:**
Provides immunity from the next blow of the enemy.
- 6. Iola:**
Antidote for poisoning. Restores endurance and fatigue factors.
- 8. Jinn:**
Protection from the next five blows.

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: *STRATEGIC SIMULATIONS, INC., 1046 N. Rengstorff Ave., Mountain View, CA 94043.*

Or call our Hotline Number: (415) 964-1200 every weekday, 9 to 5 (P.S.T.).